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STEALTH

A T F

Player's Guide

Stealth ATF
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Introduction

The *Stealth Advanced Tactical Fighter*, America's most closely guarded military secret, is in your hands. You're at the controls, flying top-priority combat missions against enemy forces around the world.

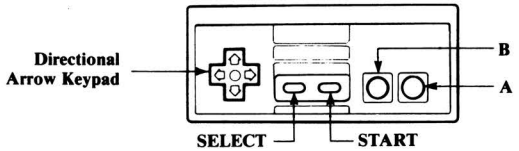
Luckily, you're prepared for the worst. Your aircraft has all the right stuff—maneuverability, speed, weapons capability, and deception. Once you get the bogeys in your sights, you can pulverize them with missiles or cannon fire, then move on to your next target. When the bad guys lock on to your craft, you just kick into "stealth mode" and drive their radar systems crazy.

Each time you complete a mission, you move on to another theatre of war. Your opponents get meaner and tougher—but so do you, and soon they won't stand any chance at all.

Getting Started

- Insert the *Stealth ATF* cartridge in your Nintendo Entertainment System as instructed in your owner's guide.
- Plug a controller into controller port **1** for a 1-player game. If two people are to play, plug in both controllers.
- Turn on your game system and TV or monitor. The *Stealth* title screen appears, followed by a brief game demonstration.

To interrupt the demo and begin play, press the **START** button on your controller.



- The title screen appears. Press any button again to go to the Player Selection screen. Now press the **SELECT** button to switch between 1-player and 2-player games. Press the **START** button to make your selection.

NOTE: In a 2-player game, the players switch control of the Stealth fighter each time one of them completes an assigned mission or is shot down.

- You're ready to fly the first game mission. The Mission Description screen briefs you on your combat theatre and assignment. Press any button to begin the mission with your Stealth fighter in takeoff position.

- To **take off**, first throttle up by pressing the **A** button on your controller, then press the down directional arrow (equivalent to pulling back on a joystick) to lift the plane's nose off the ground. Watch the speed gauge to check your velocity before you lift off. You're flying! When your plane exits the top of the screen, combat begins.

NOTE: During play, you may press the **SELECT** button to pause play at any time; press it again to resume play. Each time you pause and resume play, the game's background audio mode changes from music to flight sounds and back again.

Missions

Your job is to engage and destroy enemy aircraft. Maximum points are awarded to the pilot who destroys bogeys while avoiding hits from enemy weapons (see "Scoring" for more information). After you complete a mission successfully, you advance to the next theatre of combat. Read the Mission Description briefing, and prepare to take off again.

2-Player Dogfights

A second player may join the action at any time by picking up controller 2—he assumes control of the enemy plane closest to the center of the viewscreen (this feature works in both 1-player and 2-player modes).

In Combat With the Stealth Fighter

Use your controller's directional arrows to control the direction of flight. Press the right arrow to roll the fighter to the right, and the left arrow to roll the fighter to the left. Press the down arrow to climb, and the up arrow to descend.

To bank your Stealth fighter, press two directional arrows simultaneously. Press up and right or down and right to bank right. Press up and left or down and left to bank left.

You control the speed of the aircraft during takeoffs and landings by throttling up (press the **A** button) or throttling down (press the **B** button). In flight, the Stealth's computer system automatically sets the flight speed of the aircraft.

Here's a summary of how the directional arrows and other buttons on your controller work when you're in combat:

UP	Nose down
DOWN	Nose up
LEFT	Roll left
RIGHT	Roll right

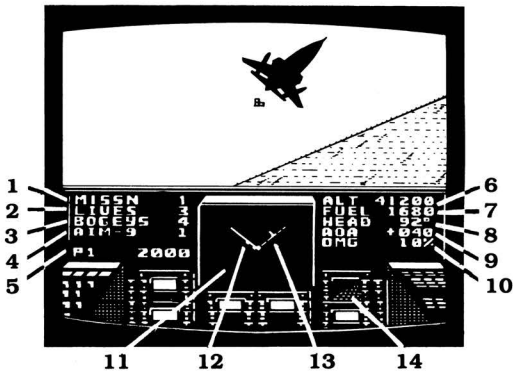
SELECT	Pause and turn background sound on/off
START	Stealth mode
A	Fire cannon
B	Fire missile

To bank the Stealth Fighter, press the right or left directional arrows and then release.

In the Cockpit

As you fly, you can make use of your cockpit indicators to monitor your altitude, fuel supply, heading, angle of attack (AOA), and damage sustained. You may also refer to your mission status indicators to check on the enemy's numbers and your own missile supply. Study the cockpit control illustration on the next page to familiarize yourself with the location of all flight and combat indicators.

Cockpit Control Panel



1 Current Mission Number
2 Lives Remaining
3 Enemy Planes Remaining
4 Missiles Remaining
5 Score
6 Current Altitude
7 Fuel Remaining
8 Current Heading
9 Angle of Attack
10 Damage Sustained
11 Radar Scope
12 Line-of-Sight Indicator
13 Bogeys
14 Artificial Horizon Indicator

To stalk the enemy, watch his position on your radar scope in the center of the cockpit control panel. Maneuver your Stealth fighter into an attack position by targeting the bogey just to the right of the center of your line-of-sight indicator. When enemy craft come within range, they'll become visible through your windshield. Then you can blast away with your cannons, or let fly with a missile when your automatic missile guidance system locks on to a bogey—see "Firepower," below, for details on using your weapons.

You can fly to high altitudes in your Stealth fighter. An onscreen warning lets you know when you've reached your altitude ceiling or when you're flying too low. Pay attention to the low altitude warning if you want to avoid splattering your craft—and yourself—all over the terrain.

Stealth Firepower

Combat pits you against several foes in daytime or at night. You have two kinds of weapons at your disposal:

- Cannons (unlimited fire)
- Missiles (8 per mission)

To fire your cannon, get the bogey in your sights and press the **A** button on your joystick control. You have unlimited cannon fire. This is just as well, since you must get off five accurate cannon shots at an enemy plane to destroy him.

To fire your missiles, you should first lock on to the enemy plane. A lock-on symbol appears together with an onscreen message. Press the **B** button on your controller to fire.

Stealth Mode

To evade enemy missile attacks, press the **START** button during flight, and you'll enter the Stealth Mode. This makes you invisible to enemy radar. Once you pass out of danger, you automatically leave Stealth Mode. Enemy radar may once more track your progress through the skies.

NOTE: You may use Stealth Mode only once per mission.

Bonus Rounds

Each mission features a bonus round to reward expert fliers—although you must perform superbly during a mission in order to *earn* the bonus round.

During each bonus round, waves of enemy planes fly by without attacking while, onscreen, units of time tick off. You can rack up big bonus points by downing the bogeys before time elapses.

Landing

After you destroy the last bogey during a mission (or complete the bonus round), the landing sequence will automatically appear. Your instrumentation panel shows the following from left to right:

- % of Engine Thrust
- Speed
- Your Position Relative to the Runway
- Angle of Attack
- Rate of Descent

You must learn the correct speed and angle of attack to make a safe landing.

Scoring

In *Stealth ATF*, you earn points by shooting down bogeys, of course, but you also earn valuable extra points according to how much fuel you have left at the end of a mission and how little damage you've sustained. Here's what earns what:

Scoring

Destroy a plane with a missile	1000 Points
Hit plane with cannonfire	100
Destroy plane with cannonfire	1000
Fuel Bonus	0-4000
Damage bonus	0-900
Completion bonus	5000
Destroy a missile	200

Game Over

Each player has three "lives" for each game. Crash or get shot down, and you'll lose a life—and begin the same mission over again with the mission briefing. If you perish three times, you'll see a GAME OVER message and return to the title screen. Press the **START** button to resume play.

Strategy Tips

- Use your firepower wisely. You have a limited number of missiles, but they're more accurate than the cannon—and your best bet at long range.
- Take care during landings. If you try to land too fast or too slow, you can crash and burn—and lose one of your precious lives—even if you've survived combat unscathed.
- At higher mission levels, always try to position your Stealth fighter *behind* enemy planes.
- When engaged in a bonus round, move quickly to down the easily-destroyed enemy craft before time runs out.
- You'll have better luck chasing enemy planes if you're level or only slightly banked.

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- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio - TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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2. ***Write the name of the product and the type of game system you have on the front of the package.***
3. Enclose a note explaining the problem you've had with the product and stating your return address, typed or printed clearly, ***inside*** the package.

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